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What Is Claimed Is:

1 1. A game mastery support apparatus which supports
2 mastery of a game, the game mastery support apparatus
3 comprising:

4 a distribution device which distributes mastery
5 information for mastering a game to a terminal apparatus
6 having a game execution function.

1 2. The game mastery support apparatus according
2 to claim 1, wherein the distribution device distributes
3 the mastery information according to mastery status
4 information, which is obtained from the terminal
5 apparatus and indicates a stage of the game to which
6 a player has proceeded.

1 3. The game mastery support apparatus according
2 to claim 2, wherein the mastery status information
3 from the terminal apparatus includes flag information
4 indicating a stage of the game to which the player
5 has proceeded.

1 4. The game mastery support apparatus according
2 to claim 1, further comprising:

3 a ranking information distribution device which
4 distributes ranking information pertaining to a rank
5 of a player in the game.

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4 an accumulator which accumulates the mastery
5 status information from the terminal apparatus for
6 each player's identifier;

7 a determining device which determines a rank
8 of a corresponding user with reference to the
9 accumulated mastery status information; and

10 a distributor which distributes ranking
11 information pertaining to the determined rank.

1 9. The game mastery support apparatus according
2 to claim 6, wherein the ranking information
3 distribution device includes:

4 an accumulator which accumulates the mastery
5 status information from the terminal apparatus for
6 each player's identifier;

7 a determining device which determines a rank
8 of a corresponding user with reference to the
9 accumulated mastery status information; and

10 a distributor which distributes ranking
11 information pertaining to the determined rank.

1 10. The game mastery support apparatus according
2 to claim 4, wherein the terminal apparatus comprises
3 a first terminal device having a game execution function,
4 and a second terminal device displaying received
5 mastery information within a display area thereof,
6 wherein the game mastery support apparatus further

comprises:

a receiver which receives, from the first terminal device, mastery status information representing a game stage to be mastered; and

a distributing device which distributes, to the second terminal device specified as a destination, the mastery information and the ranking information according to the mastery status information from the first terminal device.

11. The game mastery support apparatus according to claim 5, wherein the terminal apparatus comprises a first terminal device having a game execution function, and a second terminal device displaying received mastery information within a display area thereof, wherein the game mastery support apparatus further comprises:

a receiver which receives, from the first terminal device, mastery status information representing a game stage to be mastered; and

a distributing device which distributes, to the second terminal device specified as a destination, the mastery information and the ranking information according to the mastery status information from the first terminal device.

12. The game mastery support apparatus according

2 to claim 6, wherein the terminal apparatus comprises
3 a first terminal device having a game execution function,
4 and a second terminal device displaying received
5 mastery information within a display area thereof,
6 wherein the game mastery support apparatus further
7 comprises:

8 a receiver which receives, from the first terminal
9 device, mastery status information representing a game
10 stage to be mastered; and

11 a distributing device which distributes, to the
12 second terminal device specified as a destination,
13 the mastery information and the ranking information
14 according to the mastery status information from the
15 first terminal device.

1 13. The game mastery support apparatus according
2 to claim 1, wherein the terminal apparatus is a portable
3 device.

1 14. The game mastery support apparatus according
2 to claim 10, wherein the first terminal apparatus and
3 the second terminal apparatus are portable devices.

1 15. The game mastery support apparatus according
2 to claim 11, wherein the first terminal apparatus and
3 the second terminal apparatus are portable devices.

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1 16. The game mastery support apparatus according
2 to claim 12, wherein the first terminal apparatus and
3 the second terminal apparatus are portable devices.

1 17. ~~A terminal apparatus which receives information~~
2 ~~distributed by a game mastery support apparatus for~~
3 ~~supporting mastery of a game, and which has a game~~
4 ~~execution function, the terminal apparatus comprising:~~
5 ~~a display screen; and~~
6 ~~a processing section which receives, from the~~
7 ~~game mastery support apparatus, distributed mastery~~
8 ~~information for mastering a game, and which displays~~
9 ~~the mastery information on the display screen.~~

1 18. The terminal apparatus according to claim 17,
2 wherein the processing section receives, from the game
3 mastery support apparatus, distributed ranking
4 information pertaining to a rank of a player in the
5 game, and which displays the ranking information on
6 the display screen.

1 19. The terminal apparatus according to claim 17,
2 further comprising:
3 a first terminal device which has the game
4 execution function, and which sends, to the game mastery
5 support apparatus, mastery status information
6 representing a game stage to be mastered; and

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7 a second terminal device which receives
8 information distributed by the game mastery support
9 apparatus, and which is specified as a destination
10 of the mastery information,

11 wherein the second terminal device includes:
12 the display screen, and
13 the processing section receiving, from
14 the game mastery support apparatus, the mastery
15 information for mastering the game, and displaying
16 the mastery information on the display screen.

1 20. The terminal apparatus according to claim 19,
2 wherein the processing section receives, from the game
3 mastery support apparatus, distributed ranking
4 information pertaining to a rank of a player in the
5 game, and which displays the ranking information on
6 the display screen.

1 21. The terminal apparatus according to claim 17,
2 wherein the terminal apparatus is a portable device.

1 22. The terminal apparatus according to claim 19,
2 wherein the first terminal apparatus and the second
3 terminal apparatus are portable devices.

1 23. A computer readable medium having recorded thereon
2 a processing program for activating a game mastery

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3 support apparatus for supporting mastery of a game,
4 the processing program comprising:

5 a distributing routine for distributing mastery
6 information for mastering a game to a terminal apparatus
7 having a game execution function.

1 24. A method for distributing, via a communications
2 network, game mastery information from a game mastery
3 support apparatus to a terminal apparatus having a
4 game execution function in accordance with a request
5 from the terminal apparatus, the method comprising
6 the steps of:

7 storing, in the terminal apparatus, user
8 information items including a game title, mastery
9 information flag pertaining to a game stage to be
10 mastered, a user identifier, and personal user
11 information;

12 transmitting the user information items to the
13 game mastery support apparatus;

14 causing a processing section of the game mastery
15 support apparatus to retrieve mastery information
16 corresponding to the received game title and mastery
17 information flag from a mastery information table of
18 the game mastery support apparatus;

19 storing the received mastery information flag
20 as mastery status information to a mastery status
21 management table of the game mastery support apparatus

22 on a per-user-identifier basis;
 23 causing the processing section of the game mastery
 24 support apparatus to retrieve the game information
 25 items corresponding to the received game title from
 26 a game title data base group of the game master support
 27 apparatus;
 28 causing the processing section to store the
 29 received personal user information as customer
 30 information database;
 31 determining a rank of a corresponding user with
 32 reference to the stored mastery status information;
 33 and
 34 distributing, to the terminal apparatus, mastery
 35 information corresponding to mastery status
 36 information on the game stage to be mastered, and the
 37 determined user rank information.

1 25. The method according to claim 24, further
 2 comprising the steps of:
 3 distributing rarity added value information from
 4 the game mastery support apparatus to the terminal
 5 apparatus of a higher-ranked user; and
 6 storing a mastery status information distribution
 7 history in the game mastery support apparatus on a
 8 per-user basis, thereby customizing a delivery status
 9 for each user.